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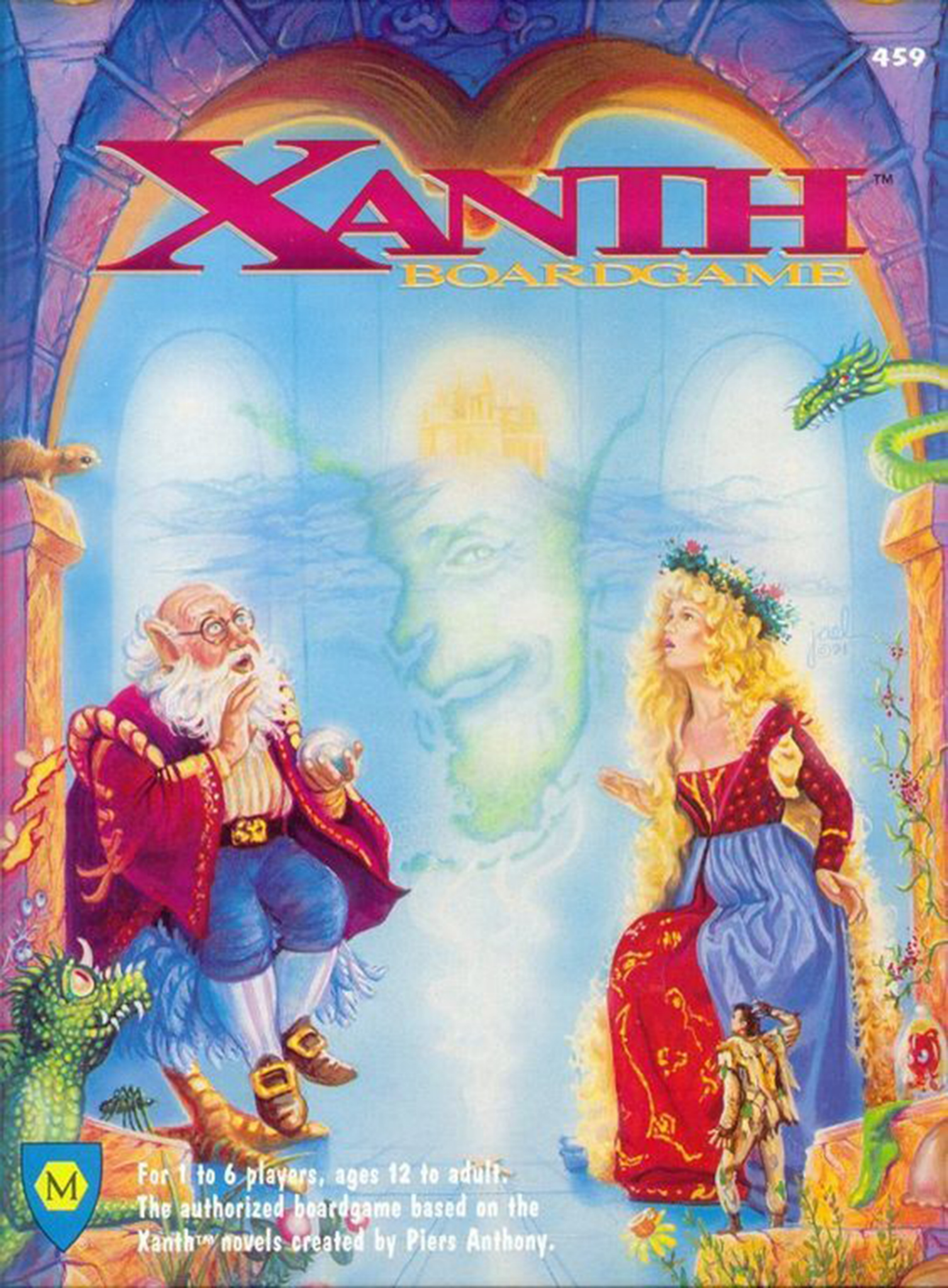
XANTH™

BOARDGAME



For 1 to 6 players, ages 12 to adult.
The authorized boardgame based on the
Xanth™ novels created by Piers Anthony.

XANTH

BOARDGAME

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Legal stuff for the lawyers:

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Pro Log

There is supposed to be a considerable separation between Xanth and Mundania, but somehow the boundaries are leaking. Tangle trees have been showing up in the back yards of some readers, and ogres have assumed positions as Phys-Ed instructors in some schools. Anyone who doesn't believe in magic must reckon with the rainbow, which shows up only at a distance and retreats if anyone walks toward it. If one person stands still and another walks, the rainbow remains in place for the one and retreats for the other – simultaneously. It is one sided, like a one-way path, invisible from the other side. That is obviously magic. But overall, there is not a lot of magic in Mundania, which is what makes it so dull.

So how can ordinary folks get to Xanth? This, too, is one-sided; it is easy for Xanthians to come here from there, but it is almost impossible to go there from here. Only when there is a fluke, and a bunch of Mundanians pass through, usually without meaning to. In the past such passages have led to a lot of trouble in Xanth, however, so they are not encouraged, and anyone who does know how to get from here to there keeps his mouth shut.

Nevertheless, there is hope. It is now possible to visit Xanth in a game – and here is the game. If your faith is strong, and you have good imagination, and a certain hidden talent for magic, you can do it. Just honor the instructions that follow, and you will get there. This is actually somewhat safer than the direct route would be, because dragons find innocent Mundanes very tasty and you probably wouldn't last long. So be thankful for what little you are offered.

–Piers Anthony

Game Components

1 game board

160 cards: 24 Chair Actors
110 Encounter/Event cards
26 Quests

6 tokens (black, blue, orange, red, white & yellow)

12 numbered red pebbles (blood markers)

12 black counters (bad guys)

3 numbered cubes

1 rulebook

Introduction

There are four versions of the game: Simple and Easy, Still Simple and Easy but Longer, Monaural, and Stereo. The Simple and Easy Game is basic, designed for three to six players. The Still Simple and Easy but Longer Game is advanced, but mostly just a series of options to lengthen the game, giving poor losers a second chance. The Monaural Game, for people without friends, can use the victory conditions of either the Simple and Easy or Still Simple and Easy but Longer Game. The Stereo Game, for somebody with only one friend, is a modified version of the Monaural Game played by two people in each other's face.

The Game Board

The board represents the world of Xanth, which is not Florida spelled backwards, with three kinds of regions: Inland (including lakes), C Areas (ocean), and Coastly (including islands). An Inland region is one that has no path connecting

it to a C Area. A Coastly region is any place connected to a C Area that is not itself a C Area. These are the most dangerous regions on the board and can be very Coastly to any party. Two kinds of paths connect these regions: Friendly Streets and Cross Streets (denoted with a do-not-enter sign). This symbol indicates that players can move along this path only in the opposite direction.

Cards

There's a bunch of cards in this box, but only three kinds. Most of them are Encounter/Event Cards, which provide nasty messes to harass your opponents and goodness graces to assist your own party. Each card has two options, but the player can choose only one or the other. Most E/E Cards, except Objects, are discarded after one use. Accidentally included in the Encounter/Event Cards are a passle of disasters (I hate it when that happens).

Chair Actor Cards represent the people and creatures of Xanth, the good guys that is. Each player gets two Chair Actor

Power Plant
This plant adds 1 to the Strength of any Chair Actor for one combat. Play before combat begins.
Irene
Strength: 2 Cunning:
Castle Roogna
Journey Quest
Start: Key Stone Copse
The King has asked you to inspect Xanth's four fortresses: Castle Roogna, New Castle Zombie, Nameless Castle, and the Ivory Tower.

Cards for the early arrivals of his party. Each Chair Actor Card shows that individual's Cunning, for avoiding nastiness, and Strength, for use when you're outcunned. The Chair Actor Card also lists the individual's talent, for everyone in the world of Xanth has a little bit of magic. Finally, the Chair Actor Card lists the protagonist's home region, where he can be found when not out questing.

Quest Cards give each player his own victory conditions.

Simple and Easy Game

The stories about Xanth that have reached us in Mundania tell of many quests and the heroes who performed them. In the Simple and Easy Game, each player uses one hero to try to complete a quest before the other players do.

Sit Up

(Your mother told you not to slouch.) Then separate the Chair Actor Cards and the Quest Cards from the rest of the deck. Remove the Gap Dragon card from the deck as well, and set it aside.

Shuffle the Chair Actor Cards, and deal three to each player. Each player agonizes over the cards for a bit and then discards one, selects one as his Leading Chair Actor, and the other as a follow-traveler, as all secondary party-goers will be known. Reshuffle unused Chair Actor Cards, including those just discarded, and insert one per player into the Encounter/Event Deck. Set the rest aside as the Armchair Actors Deck.

Deal one Quest Card to each player, who looks at it, then places it face down under his Leading Chair Actor. Each player then places his token on the starting region on his Quest Card. Shuffle the Encounter/Event Deck (which now includes some Chair Actor Cards), and deal five cards to each player. Replace any disaster cards with new cards, and put the disaster cards back in the deck. Then follows a dicey situation to see who goes first, with play continuing counterclockwise around the table.

A Turn of Events

Each player's turn consists of a Beginning, two Middles, and an End.

Beginning

In the Beginning, the player draws one card from the Encounter/Event Deck, playing it immediately if it is a disaster card (I hate it when that happens), or adding it to his hand if it

is anything else, which it probably is. Then the player and his opponents play any cards that will affect his movement. Card play, except disasters, is always optional.

Middle #1 *(Movement)*

In Middle #1, or the movement phase, the player moves his token from region to region following the paths. There are three kinds of movement: Walking, C Movement, and . When Walking, most Chair Actors move two regions, though some have talents that allow them to move faster. A group Walks at the rate of its slowest party-goer. Certain cards speed Walking, and they apply to the entire party. Movement among any combination of Inland and Coastly regions, including lakes and islands, is considered to be Walking. Movement from a Coastly region to a C Area, or vice versa, is also considered to be Walking.

Movement from one C Area to another is called C Movement, for the cubes you roll to determine how far you go. Roll two cubes numbered 1 through 6, and subtract the smaller from the larger to determine the number of regions you can move with C Movement. If you roll doubles, you can't move. Certain cards (Bullrushes, Wind Capsule) help you move faster at C. Roll three cubes, and subtract the lowest from the highest to determine C Movement when playing these cards. You cannot combine Walking with C Movement.

Certain cards (Plane Tree, Magic Carpet) allow a party to , moving from a region to any adjacent region regardless of paths. A party that uses can move through C Areas but may not end its movement in a C Area. cannot be combined with any other kind of movement.

Upon reaching the region that would fulfill a player's quest, he must announce it to his opponents, who get one last chance to stop him from winning.

If a player chooses not to move, he goes to the End of his turn.

Middle #2 *(Encounters)*

After movement comes Middle #2, or the encounter phase, in which other players can hazard your party. Your opponents are free to discuss strategy or make threats and bluffs as they wish. After a brief period of bluster and agonizing over

decisions that should be easy, each opponent may choose one hazard from his hand and place it face down in front of him. The player then chooses one of these cards for his party to encounter. Opponents are not required to play a card, and the player may find himself with only one card to choose, if his opponents have so conspired, or with none at all in the unlikely event that all his opponents are so enamored with their cards that they cannot part with even a single one.

Hazards with a C designation can be played in C Areas or Coastly Areas. Other hazards can be played in Coastly Areas or Inland Areas. Because so many hazards can be played there, a player may find the shoreline Coastly indeed. Creatures that can crash any party, regardless of region.

Hazards with a specific region designation can be played in other regions as well but take priority over other Encounter/Event Cards in the region specified. As other opponents are agonizing over which hazards to play, an opponent with a hazard specific to the player's region can simply plop it out on the table face up, giving the player no choice and saving some agonizing on the part of the other opponents. If two or more players plop out hazards containing the designated region, the player must encounter each of them in turn, starting with the first one played.

Once a player finds out which hazard he is facing, the first step is to try to avoid it. There are three types of hazard, differing only in which of the party-goers must pit his cunning against the difficulty at hand. The player may choose anyone in his party to face a Designated Hazard. Everyone in the party gets to try to avoid a Group Hazard, and if anyone succeeds, he can lead the others to safety. Only one success is required. Everyone in the party also faces an Individual Hazard, but everyone who fails to avoid it must face the consequences.

The magnitude of the hazard is the number of cubes a Chair Actor must roll in his attempt to avoid it. The cubes are not totaled. Rather, each cube must be equal to or less than the Chair Actor's Cunning score for him to avoid the hazard. Thus a Chair Actor with Cunning: 3 facing a Hazard: 2, would roll two cubes and would succeed in avoiding the hazard only if neither cube is above a 3. If a party avoids the hazard, proceed to the End of the turn. Life should be so easy.

If a party or part of a party fails to avoid a hazard, they must suffer the consequences. Some hazards force a party to lose a

turn or turns. This turn ends immediately, and the player may not move or have encounters on the lost turn. He may still play cards on other players and draw new cards during his lost turn, however.

Most of the other hazards threaten the well-being of the party. Some hazards, especially plants, are simply A Tax on the party, similar to a single round of combat but with the party-goers simply sustaining wounds and unable to fight back. These types of hazards are designated A Tax, as opposed to Creature. When failing to avoid a Creature hazard, party-goers had best put up their dukes, for combat is about to ensue.

Combat (*a pugnacious flying mammal*)

Combat consists of a series of rounds, continuing until all Creatures are vanquished, all Chair Actors are vanquished, or remaining party-goers run away. First, rummage through the box until you find enough Bad Guy Counters for the number of Creatures involved. The player who is being attacked assigns his Chair Actors to absorb the attacks of the Bad Guys. A Chair Actor may face as many Creatures as his Strength, but he can attack only one. Any remaining Chair Actors may attack whichever Creature they choose. Ignore excess Creatures for now. This distribution may be changed at the start of any round. A round consists of an initial attack by the Chair Actors, followed by an attack by the Creatures they are facing. Results of the Chair Actors' attacks take effect before the Creatures' return strike. When it comes time for the Creatures to strike back, the player who played the hazard allocates any Creatures unaccounted for in the player's Chair Actor assignments to any Chair Actor he chooses.

For each attack, roll one cube. If you roll your Strength or less, you cause one wound, symbolized by a Blood Marker. When a Creature wears a number of Blood Markers equal to its strength, it is vanquished and flushed from play. When a Chair Actor wears a number of Blood Markers equal to his Strength, he is Xonked Out. Chair Actors who are Xonked Out cannot fight or use their talents. Their Xonked Outedness slows their party's Walking speed to one region. Some Creatures have the ability to turn Chair Actors to stone. This has the same effect as Xonked Outedness.

If all party-goers are stone or Xonked Out, return all of that player's Chair Actor Cards to the bottom of the Armchair

Actors Deck and his hand of Encounter/Event Cards to the discard pile. After missing one turn, the player starts over with the top two cards from the Armchair Actors Deck, a new Quest Card, and a new hand of five cards from the Encounter/Event Deck.

Before any combat round begins, the player may have his party run away. Opposing Creatures get one last round of strikes on the party, and then the person who played the hazard moves the player's pawn one region in any direction, subject to normal movement restrictions.

End

Once you have finished dealing with the hazard, successfully or not, discard the hazard card and proceed to the End of the turn. If the region where your token stands appears on any objects in your hand, you may allocate those objects among your Chair Actors. Similarly, if you are in the home region of a Chair Actor Card in your hand, play that card beside your other party-goers to show that he has joined your party. You may allocate cards from your hand to your party only if you did not end your Middle by running away. At this point, you may discard as many as one card from your hand, then replenish your hand to five cards. If you draw a disaster card, play it immediately (I hate it when that happens).

Finally, it is the next player's turn. Just keep playing like this until somebody fulfills his quest.

Shedding Blood Markers

A player can spend his whole turn in a Village or Castle, neither moving nor facing encounters, and heal all his Chair Actors of all their Blood Markers, even Chair Actors who were Xonked Out. He may still play cards on others and replenish his hand as normal. There are also various objects and plants that help Chair Actors recover.

A stone Chair Actor can be fleshed out in two ways. If a party ends its turn in Mundania, all stone Chair Actors return to normal. The other way to revive a statue is to take it to Magician Humfrey, who will try to find a way to reverse the transformation. At the end of each turn you spend in Humfrey's Castle, roll two cubes. If you roll doubles, Humfrey has found

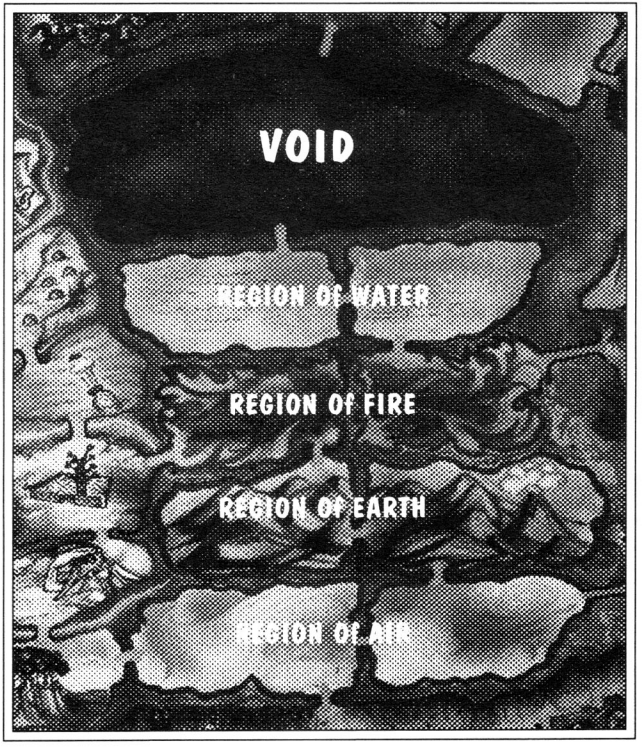
a cure. When a stone Chair Actor is turned back to flesh, he still has any Blood Markers he had before he was stoned.

Special Regions

Some regions in Xanth have special characteristics that affect any party passing through, not just players who end their movement there. These areas have a red border on the map. A normal encounter phase follows movement.

The Regions of Air, Earth, Fire, and Water halve the party's movement (round fractions up). movement is not allowed through the Region of Air. A party containing the Siren Chair Actor can move through the Region of Water normally.

Treat The Void as a Designated Hazard: 2, with the party unable to leave until a Chair Actor avoids the hazard. The Chair Actor may try again each turn, but if he does not succeed within five turns, his party is lost forever, and the player must start over with two new Chair Actor cards and a new Quest. The only other way to leave The Void is to be transported out by a magical creature or device (Holey Cow, Piggy Back, Cat-



a-pult).

Any party entering the Gap must face the Gap Dragon, whose card should already be sitting aside, just waiting for this very thing. A party can use movement to cross the Gap without facing the Gap Dragon, but he'll still give the party an evil look. Once a party has vanquished the Gap Dragon, those Chair Actors face only normal encounters in the Gap. This does not let other parties off the hook, though. The Gap Dragon attacks every new party that enters the Gap, even if he was vanquished by another player. He attacks the new party at full strength, with no Blood Markers. Hey, nobody said this game was fair.

Treat the Everglades as a Designated Hazard: 1. If the designated Chair Actor fails his Cunning roll, the party must spend the rest of the turn here, lost, and cannot try to leave again till next turn. Chem Centaur is immune to the effects of the Everglades and can lead a party safely through.

A party that enters the Region of Madness must face an Individual Hazard: 1. Any Chair Actors that fail their Cunning rolls go temporarily insane and are treated as Xonked Out for two turns.

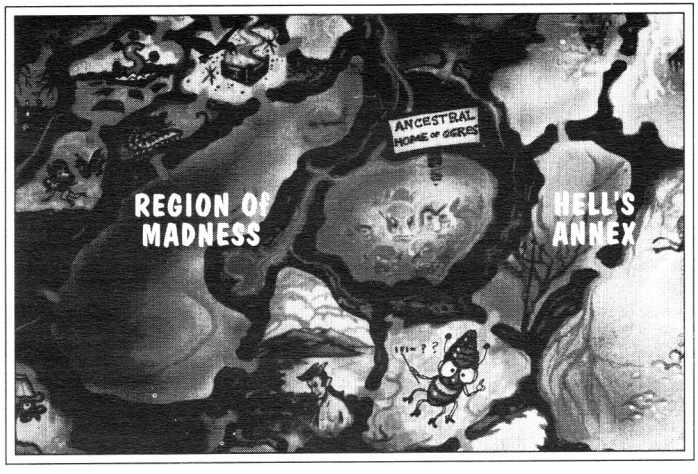
When a party enters Hell's Annex, it is spun around and tossed back and forth. Roll one cube and consult the map to see which path you take to leave. Chem Centaur is immune to the effects of Hell's Annex.

You can hear all sorts of information at the Rumor Mill. Each turn spent here allows you to look at any one player's hand.

You must spend one turn getting through the Deathstone Wall before you can enter Mundania. No magic works here at all, and no Encounter/Event Cards except Mundanes can be played on Chair Actors in Mundania.

Humfrey's Castle is a magical place that is difficult to reach. A party on any adjacent region must face a Group Hazard: 3 to enter Humfrey's Castle. Players can use the paths to move all around the Castle, but they cannot enter by normal movement, even movement.

RUMOR
MILL


ANCESTRAL
HOME OF GERES
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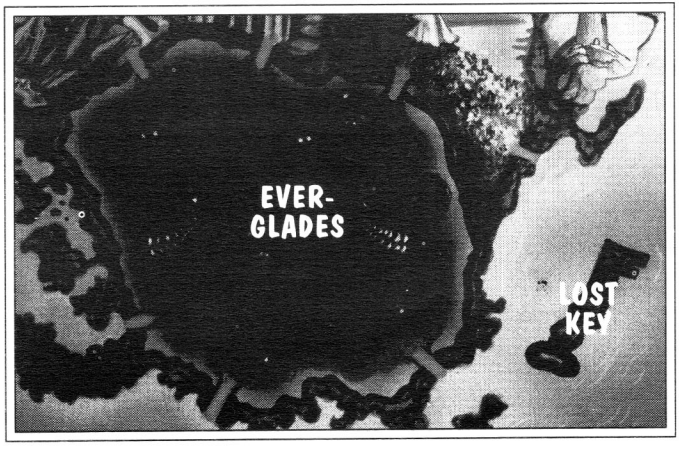
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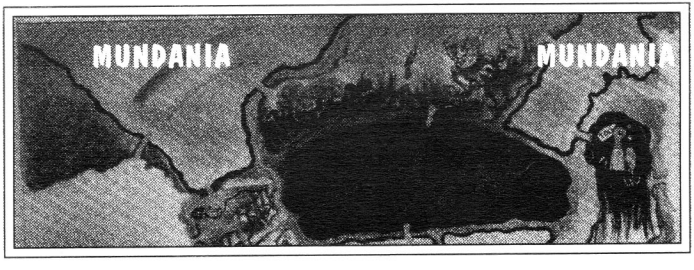

MUNDANIA
MUNDANIA

Still

Simple and Easy

but Longer Game

Some Quests are far more difficult than others, duplicating life's inherent unfairness. For players who think a game should be fairer than life, we present the Still Simple and Easy but Longer Game, actually a series of optional rules to reduce the likelihood that one player will gain an easy victory from a less demanding Quest.

The first thing you can do is change the victory conditions to completing two or more Quests. After completing a Quest, draw a new Quest Card, use normal movement to reach its starting location, and go on from there. A player could still get easier Quests than his opponents, but it is unlikely that a single player would get a series of easy Quests.

An interesting variation on this idea is for Good Magician Humfrey to give players their second and subsequent Quests. After completing a Quest, go to Humfrey's Castle for a new one, moving normally to the starting location listed on the new Quest Card.

Another option is to deal each player two or more Quest Cards during Sit Up. Each player could complete the Quests in any order he desires.

If you have some serious time on your hands, you might want to try the fairest one of all: the Novel Adventure. This variation provides victory conditions like those in many of the Xanth novels. To win, a player must complete three Quests. After completing the first Quest, he must go to Humfrey's Castle, meeting the normal requirements for entry. Good Magician Humfrey then gives the player three challenges, which take the form of three successive encounter phases. Humfrey then assigns the party a second Quest. The party follows the same procedure for obtaining the third and final Quest.

Monaural Game

The better you do in the Monaural Game, the longer it takes, temporarily taking your mind off the fact that you have no friends.

Sit Up

(You still shouldn't slouch, even if there's nobody else around.) Prepare for play as in the Simple and Easy Game, except shuffle five Chair Actor Cards into the Encounter/Event Deck instead of one for each player. Also, remove the Question Quest and the Chosen Quest from the Quest Card Deck.

Play

Start by drawing a Quest Card. Once you complete this Quest, draw another Quest Card, travel to its starting location, and proceed from there. Repeat the process until all of your Chair Actors are Xonked Out or until you finish all the Quests in the deck.

During the encounter phase, draw one card at a time until you find an applicable hazard or draw a maximum of three cards. All events that come up and could be used against you should be treated as having been played by your opponents (if you had friends). If they affect movement, they take effect next turn. If they affect combat, they take effect during the next combat you have. When you finally get a hazard, face it normally, just as you would in the Simple and Easy Game. The only other difference from the Simple and Easy Game is that when one of your party-goers is Xonked Out, you must take him to the nearest Village or Castle, where you leave him.

Victory is a relative thing, depending on how many Quests you complete. A score of 8 is very good, 10 is excellent, and 24 is perfect.

Stereo Game

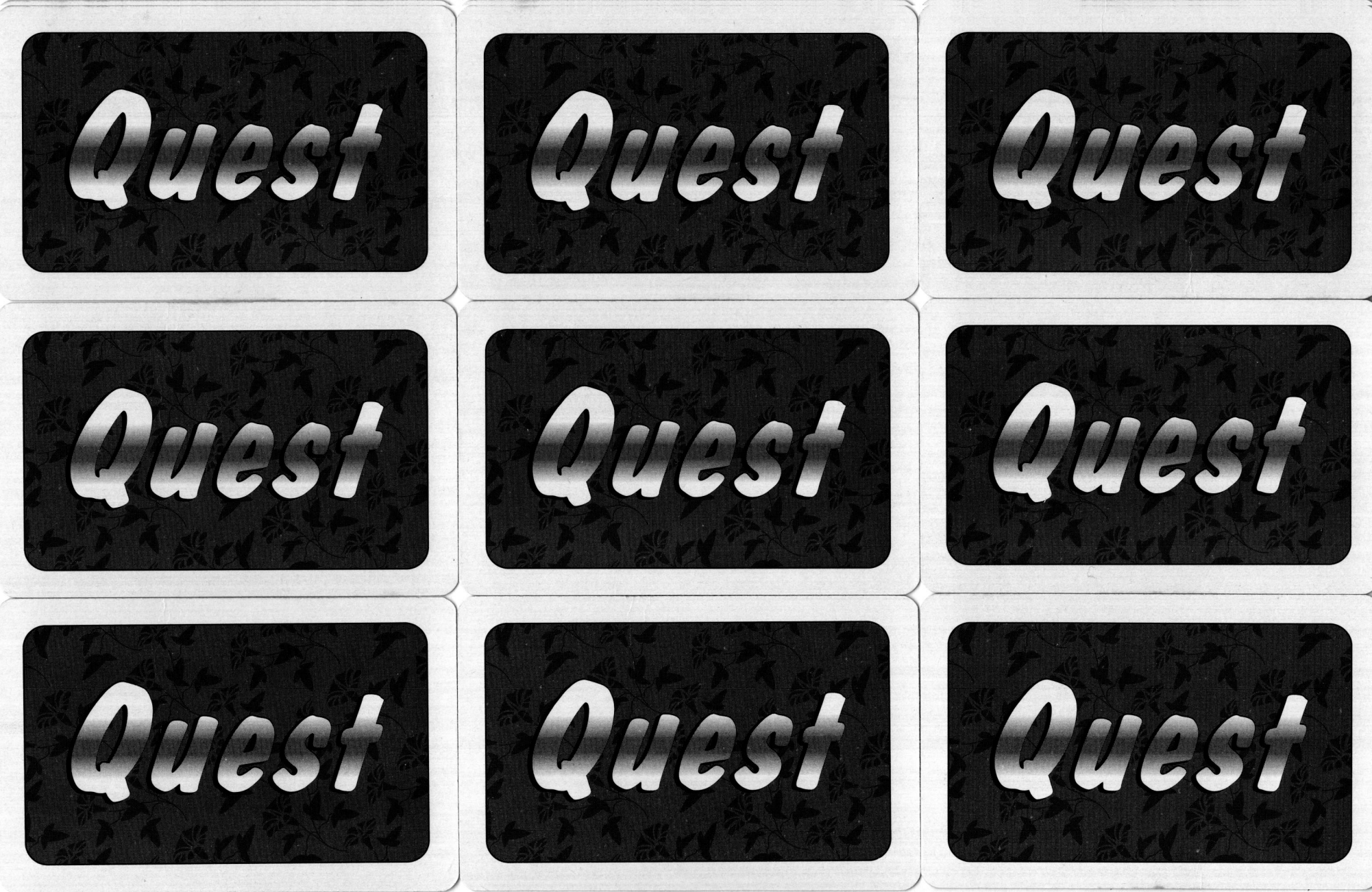
The Stereo Game, for a person with only one friend or for real excitement on a honeymoon, is just like the Monaural Game only twice as much fun. The rules for Sit Up and Play are the same as for the Monaural Game. The winner is the player who completes more Quests.

12 numbered red pebbles

You need 12 black counters

6 colored pawns

You need three 6-sided dice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B Quest

Start: Faun & Nymph Retreat

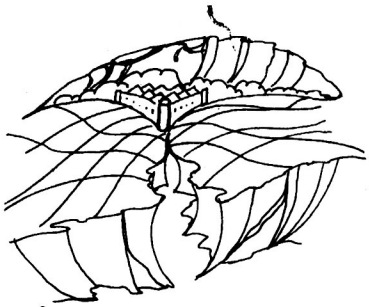
Travel to the Dead Forest for the reading of the will. Then draw from the Encounter/Event Deck until you find an object, discarding anything else. Give this object to your Leading Chair Actor for him to take to his home region.

Con Quest

Start: Centaur Isle

Defeat a C Creature and the Gap Dragon in combat.

Escort Quest



Start: Gap Village

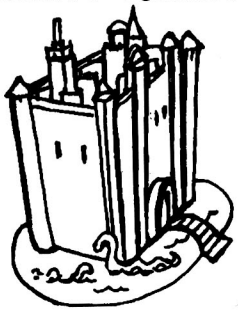
Draw a card from the Armchair Actors Deck. Travel to that Chair Actor's home region, where he joins your party. Then escort him to Castle Roogna. If the Chair Actor you draw is from Gap Village, take him to North Village instead.

Escort Quest

Start: Magic Dust Village

Draw a card from the Armchair Actors Deck and travel to that Chair Actor's home region, where he joins your party. Then bring him back to Magic Dust Village. If his home region is Magic Dust Village, go to Mundania and bring him back to Magic Dust Village.

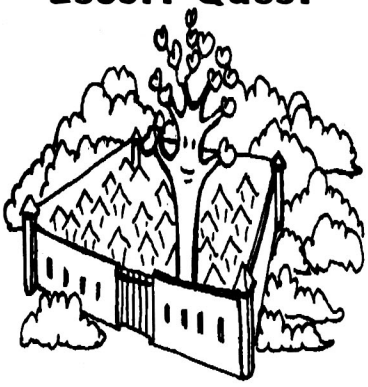
Escort Quest



Start: New Castle Zombie

Travel to the North Village where a Chair Actor (drawn from the Armchair Actors Deck) joins your party. Take him to his home region. If his home region is North Village, take him to Magic Dust Village instead.

Escort Quest



Start: North Village

Travel to South Village, where a Chair Actor (drawn from the Armchair Actors Deck) joins your party. Take him to his home region.

Escort Quest

Start: Goblin Land

Travel to North Village to escort a Chair Actor (drawn from the Armchair Actors Deck) to his home region. If his home region is North Village, take him to Magic Dust Village instead.

Escort Quest

Start: Magic Dust Village

Travel to Castle Roogna, where a Chair Actor (drawn from the Armchair Actors Deck) joins your party. Take that Chair Actor to his home region. If his home region is Castle Roogna, take him to North Village instead.

House Quest

Start: Elfland

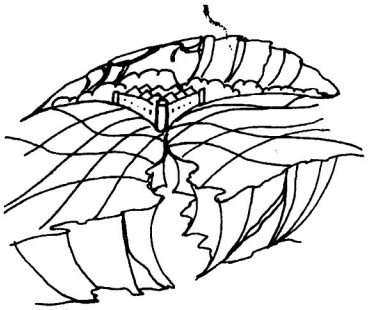
Visit the home regions of each of your party-goers and return to Elfland.

In Quest

Start: Key Stone Copse

Go to The Void to investigate and return to Key Stone Copse with a report.

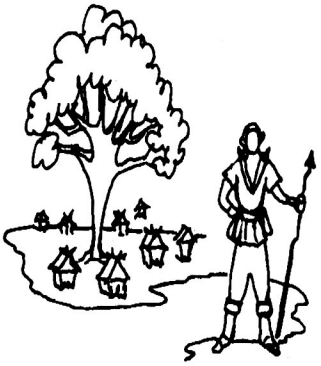
Journey Quest



Start: Gap Village

Travel to each of the four monstrous regions as an envoy of the King. (Birdland, the Region of Griffins, Goblin Land and Dragon Land)

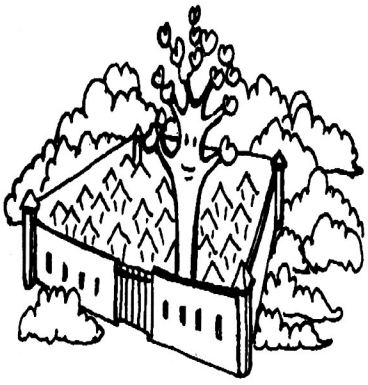
Journey Quest



Start: Elfland

Travel to any four of Xanth's lake regions: Lake Ogre-Chobee, Lake Wails, Volcano Lake, Spectre Lake, Siren Lake, and Tsoda Popka Lakes.

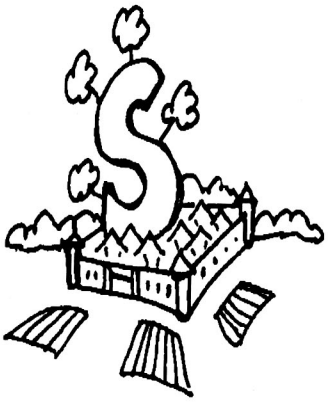
Journey Quest



Start: North Village

Travel to Centaur Isle to carry a message of good will from the King.

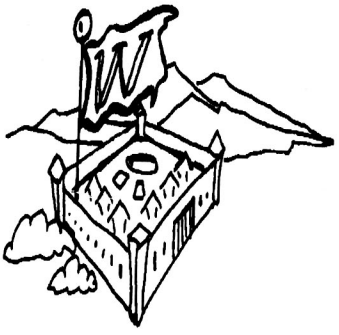
Journey Quest



Start: SouthVillage

Travel to the two northern islands: The Isle of Illusion and the Isle of View.

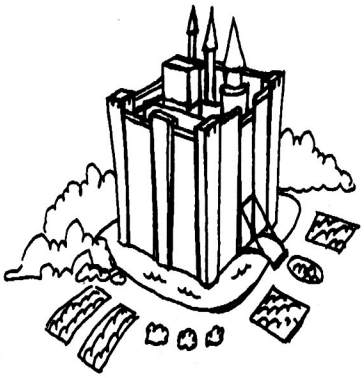
Journey Quest



Start: West Stockade

Travel to Mundania to bring back an artifact for the Com-pewter.

Journey Quest



Start: Castle Roogna

Travel to the five forbidden regions: The Region of Air, The Region of Earth, The Region of Water, The Region of Fire, and the Void.

Journey Quest

Start: Goblin Land

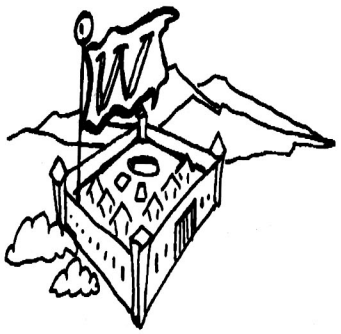
The Goblins give you an important message for the Zombie Master. Travel to New Castle Zombie and give it to him.

Journey Quest

Start: Faun & Nymph Retreat

Search the other four wooded lands of Xanth: the Musical Forest, the Dead Forest, the Key Stone Copse, and the Ash Forest.

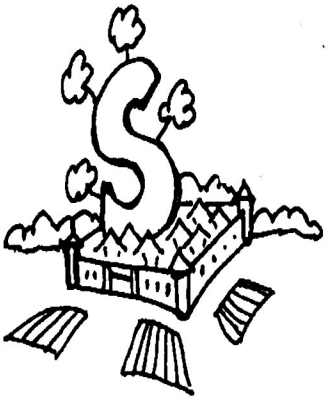
Journey Quest



Start: West Stockade

Travel to the Ivory Tower to visit your Pun-Pal.

Journey Quest



Start: South Village

Investigate trouble at Xanth's two pious regions: The Temple of the Oracle and Deer Abbey.

Journey Quest

Start: N/A

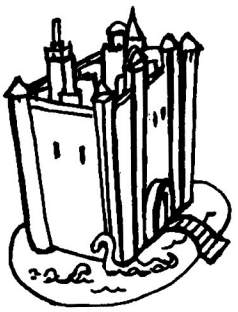
You may look through unused Quest Cards and choose one that you want.

Journey Quest

Start: Key Stone Copse

The King has asked you to inspect Xanth's four fortresses: Castle Roogna, New Castle Zombie, Nameless Castle, and the Ivory Tower.

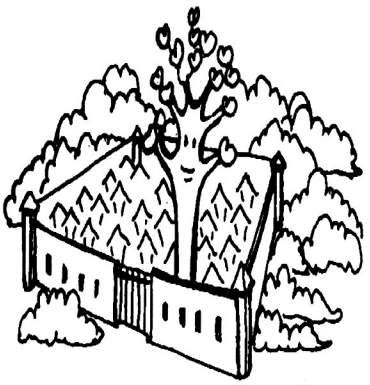
Journey Quest



Start: New Castle Zombie

The Zombie Master gives you a message to take to the centaurs in Centaur Village. Travel to Centaur Village and bring back their reply to New Castle Zombie.

Journey Quest



Start: North Village

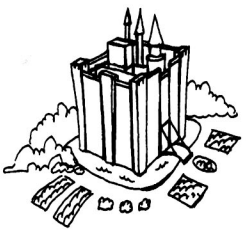
Travel to the infamous Mount Parnassus.

Journey Quest

Start: Centaur Isle

Travel to these four human settlements (North Village, Gap Village, South Village, and Castle Roogna) bringing a message of peace from the Centaurs.

Question Quest



Start: Castle Roogna

You have no immediate quest. At some point during the game, reveal this card and take over another player's Quest. Simply finish the Quest to win the game. If it is an Escort Quest, the Chair Actor being escorted stays where he is until you arrive in that region to finish escorting him to his destination. The other player draws a new Quest Card and ignores the starting location.

XANTH
BOARDGAME

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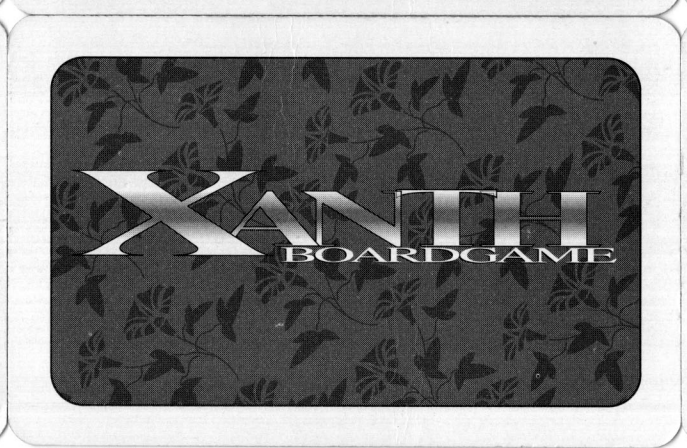

XANTH
BOARDGAME

XANTH
BOARDGAME

Centaur Vest

Object

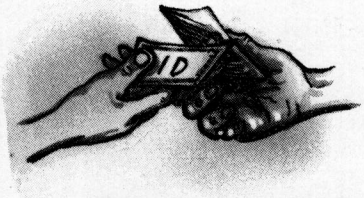
This fine armor adds one to the attacks of Creatures or A Tax against the Chair Actor who is wearing it.

Centaur Isle

Mistaken ID

Event

Exchange one of your follow-travelers with one belonging to another player. Play anytime.



Hypnogourd

Group Hazard: 1

Plant

Any party that cannot get out of this gourd is entranced and unable to move for 1-6 turns.

Ogre

Designated Hazard: 2
Creature: Strength 5

This Creature has incredible strength, inflicting two Blood Markers for every successful attack. Its tough hide adds 1 to the attack roll of all opposing Chair Actors.

Ogre-Fen-Ogre Fen

Wyverns

Designated Hazard: 3
Creature: Strength 3

1-6 of these flying beasties do battle, adding 1 to the attack rolls of opposing Chair Actors.

Dragon (flamer)

Designated Hazard: 3
Creature: Strength 5

The fiery breath inflicts two Blood Markers for each successful attack. The scales add 1 to opposing Chair Actors' attacks.

Dragon Land

Bazilisk

Designated Hazard: 1
Creature: Strength 1

Meeting this creature's gaze turns a Chair Actor to stone. Because of this, the Bazilisk attacks at Strength 3, and add 2 to Chair Actors' attacks because they cannot look at the Bazilisk.

Land of the Basks

Cactus Cat

Designated Hazard: 2
Creature: Strength 2

This prickly feline plant launches a needle barrage during the first round of combat, making a Strength 3 attack against each opponent. It attacks normally during subsequent rounds.

Region of Cats

Ogre

Designated Hazard: 2
Creature: Strength 5

This Creature has incredible strength, inflicting two Blood Markers for every successful attack. Its tough hide adds 1 to the attack roll of all opposing Chair Actors

Ogre-Fen-Ogre Fen

Cherry Bomb

Plant

This weapon causes one Strength 4 attack against all opponents. Play instead of one Chair Actor's attack at the start of any combat round.

Lucky Strike

Event

Your attack automatically hits. Play before any Chair Actor's attack roll.

Hoard

Event

Raid the lair of your fallen foe. Play any object from your hand, regardless of region. Play after defeating any Creature of Strength 3 or higher.

Storms at Sea

Event

Go ashore instead of making your normal move. Play during the Beginning of an opponent's turn.

You-Call-Yptus Tree

Plant

Friendly flora warns you of danger. Avoid one encounter. Not usable at C. Play after revealing a hazard but before trying to avoid it.

Concealment Spell

Hazard surprises party and cannot be avoided. Play after an opponent reveals a hazard but before he tries to avoid it.

Agent Orange

Event

Eliminate one plant hazard. Play when hazard is revealed, before attempting to avoid.

Overflight

Event

Retreat two regions instead of one. Play as opponent is about to flee.

Cat Burglar

Event

The ultimate in petty theft. Use this feline to steal three cards from the hand of an opponent who is within one region of you. Play during the Beginning of your turn.

Harpies
Designated Hazard: 2
Creature: Strength 2
If your designated Chair Actor fails, do combat with 1-6 of these ex-wives or ex-girlfriends.

Mount Rushmost

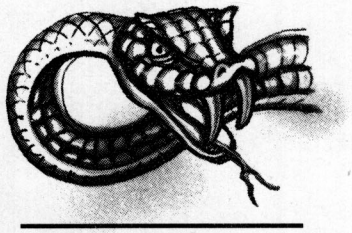
Hand of Fate
Event
Draw three cards at the Beginning of your turn.
Play before you draw.

Healing Draught
Object
Cure all Blood Markers from one Chair Actor. Use once and discard.

Any Village

Coffee Beans
This plant negates the effect of the Lethargy Tree.
Play as required.

Copperhead
Designated Hazard: 2
Creature: Strength 3
This Creature's razor fangs attack at Strength 5, and its tough scales add 1 to all Chair Actors' attack rolls.



Overflight
Event
Retreat two regions instead of one.
Play as an opponent is about to flee.

Goblins
Designated Hazard: 2
Creature: Strength 2
If your designated Chair Actor fails, 2-12 of these Bad Guys do battle.

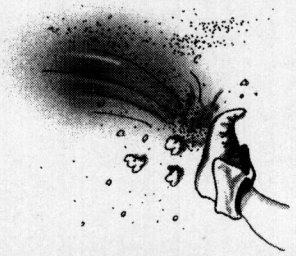
Goblin Land

Holey Cow
This stupid steed gives your party a ride. Move up to three regions instead of Walking. Discard after use.
Play during the Beginning of your turn.

Hell's Bells
Group Hazard: 2
Plant
Lose your next turn smashing these deafening blossoms.

Healing Spring
Event
Spend one turn here to cure all Blood Markers from all Chair Actors, even those who are Xonked Out.
Play at the Beginning of your turn.

Switchback
Designated Hazard: 3
Creature: Strength 3
The sharp sideswiper attacks as Strength 5.



Quicksand
Event
Move one extra region this turn (Walking only).
Play during the Beginning of your turn.

Needle Cactus
Group Hazard: 2
A Tax
Plant
This plant launches 1-6 attacks, Strength 2, against each party-goer if none of the lot can avoid it.

Lucky Strike
Event
Your attack hits automatically.
Play before rolling to hit.

Dragon (flamer)
Designated Hazard: 3
Creature: Strength 4
Fiery breath inflicts two Blood Markers for each successful hit. Thick scales add 1 to the attack roll of each opposing Chair Actor.

Dragon Land

Deus Ex Machina
Event
Automatically overcome one hazard. Play any time during the encounter or combat sequence. This card even cancels lost turns but does not remove Blood Markers.

Mundanes
Designated Hazard:3
Creature: Strength 4
2-12 of these Creatures show up for battle. They are well-armed, fighting at Strength 4, and well-armored, adding one to the attack rolls of opposing Chair Actors.

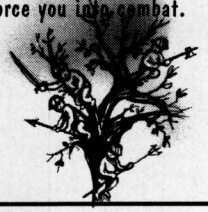
Mundania ONLY

Mortal Wound
Your Chair Actor is near death. He is escorted to a village and unable to return to your party. Remove his card from the game.
Play during the Beginning of an opponent's turn on any one of his follow-travelers who is Xonked Out.

Infant Trees
Designated Hazard: 1
Creature: Strength 1

Plant

2-12 of these babies break free and force you into combat.



Event

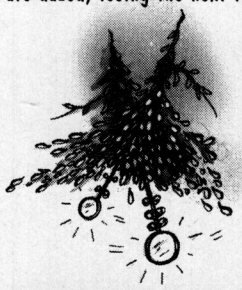
Healing Spring

Spend one turn here to heal all the Blood Markers of all your Chair Actors, even those who are Xonked Out.

Play at the Beginning of your turn.

Trance Plant
Group Hazard: 2

You are dazed, losing the next two turns.



Event

Strong Winds

Roll three cubes, using the best two for C Movement.

Play during the Beginning of your turn.

C Nettle
Designated Hazard: 2
Creature: Strength 3

This Creature's poison stingers can cause extra grief. For every Blood Marker received, a Chair Actor must roll his Strength or less or take a second Blood Marker.

C

Event

Mighty Blow

Your attack inflicts an extra Blood Marker.

Play after any successful attack.

Abominable Snowman
Designated Hazard: 2
Creature: Strength 4

Region of Water

Event

Edit

Cancel any event or disaster card just played.

Play immediately after the play of the card to be canceled.

Manticore
Designated Hazard:3
Creature: Strength 4

This fiend has a poison stinger. For each Blood Marker received, a Chair Actor must roll his Strength or less or take a second Blood Marker.

Mount Rushmost

Event

Illusion

The hazard you face isn't real. Treat it as a Group Hazard: 1. If you fail anyway, you face the original hazard.

Play after revealing a hazard.

Dragon Horse
Designated Hazard: 2
Creature: Strength 4

This creature's armor adds 1 to the attacks of all opposing Chair Actors.

Event

Hiding Place

End combat without running away.

Play before any combat round.

Attacking Creatures still get one last round, but your party need not move away.

Blackjack Oaks
Individual Hazard: 2

A Tax

Plant

These acorn muggers make 1-6 attacks, Strength 2, on any Chair Actor failing his Cunning roll.

Event

Chance Encounter

Play one Chair Actor card from your hand to your party, regardless of region.

Play at the Beginning of your turn.

Ghastlies
Designated Hazard: 2
Creature: Strength 2

1-6 of these Creatures battle any party unlucky enough to fail its Cunning roll, adding 2 to opposing Chair Actors' attack rolls.

Event

Glitch

Death, taxes, and bad dice. You fail your next roll automatically.

Play just before an opponent rolls for any reason.

Bull Spruces
Individual Hazard: 2

A Tax

Plant

These bovine firs make a Strength 3 attack on any Chair Actors failing their Cunning roll.

Event

Aversion Spell

You may not enter the designated region this turn.

Play on an opponent as he is about to move, designating one region that he may not enter.

Argus
Designated Hazard: 2
Creature: Strength 5

C

Cameo Appearance
Event
Draw a card from the Armchair Actor Deck to join your party for one turn, after which he is returned to the bottom of the Armchair Actor Deck.
Play at the Beginning of your turn.

Hornworm
Designated Hazard: 3
Creature: Strength 4
This slippery devil's venom causes two Blood Markers for every wound.

Hoard
Event
Raid the lair of your fallen foe. Play any Object from your hand, regardless of region.
Play after defeating any Creature of Strength 3 or higher.

Chimera
Designated Hazard: 2
Creature: Strength 4
This three-headed beastie gets three attacks per combat round.

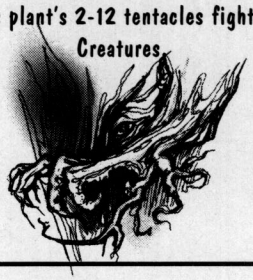
Chameleon
Event
You see through your current hazard as a harmless lizard with illusions of grandeur. Ignore the reptile and discard the hazard.
Play after revealing a Creature card but before the Gunning roll.

Windbag
Object
Open after failing to avoid a hazard but before combat, unleashing a gale. Opposing Creatures must roll their Strength or less on one cube or be blown away.

Humfrey's Castle /Region of Air

Pineapple
Thrown into combat, this plant makes a Strength 3 attack against three opponents. Use instead of a Chair Actor's normal attack. Discard after use.

Tangle Tree
Designated Hazard: 1
Creature: Strength 1
Plant
This plant's 2-12 tentacles fight as Creatures.



Quicksand
Event
Move one extra region this turn (Walking only).
Play during the Beginning of your turn.

As Xanth Turns
Event
All players must leave their cards behind and move one seat to the right or left (card player's option). Players begin using the other players' tokens, picking up on the Quest where the other player left off.
Play anytime.

Humfrey's Answer
Event
The Good Magician answers your question, allowing you to peek at any other player's Quest Card.
Play anytime.

Bugbear
Designated Hazard: 2
Creature: Strength 4
This beast makes two attacks per combat round and has thick hide, adding 1 to the rolls of Chair Actors' attacks upon him.

Chance Encounter
Event
Play one Chair Actor card from your hand to your party, regardless of region.
Play at the Beginning of your turn.

Sphinx
Designated Hazard: 2
Creature: Strength 5
The mighty Sphinx rears up and asks you a question. Face another Designated Hazard 2 to see if you can answer and avoid combat.

Plane Tree
Plant
Take a ride on a vegetable. Fly up to four regions instead of taking your normal move. Discard after use.
Play during the Beginning of your turn.

Needle Pine
Group Hazard: 1
A Tax
Plant
This testy tree launches a needle barrage of 1-6 attacks, Strength 3, against all of your party-goers if none of them can avoid it.

Finders Keepers
Event
Allocate any object from your hand to one of your Chair Actors, regardless of region.
Play during the Beginning of your turn.

African Violents

Individual Hazard: 2

A Tax

The Violents make 1-6 attacks, Strength 1, on each Chair Actor failing his Cunning roll.

Plant

Event

Edit

Cancel any event or disaster card just played.

Play immediately after the play of the card to be canceled.

Magic Armor

Object

Add 1 to the attack roll of anything attacking a Chair Actor wearing this armor.

Humfrey's Castle

This plant removes one Blood Marker.

Discard after use.

Play anytime.

Spongemoss

Lost Shopping Isles

Event

You may allocate any object from your hand to your Chair Actors, regardless of region. Play during the Beginning of your turn.

C

Event

Pressing Business

One of your follow-travelers has a Quest of his own, which he leaves to pursue. The opponent playing this card chooses one to return to the bottom of the Armchair Actors Deck. Discard any objects he was carrying.

Play during the Beginning of an opponent's turn.

Goblins

Designated Hazard: 2

Creature: Strength 2

If your designated Chair Actor fails, 1-6 of these Bad Guys do battle.

Goblin Land

Event

Hand of Fate

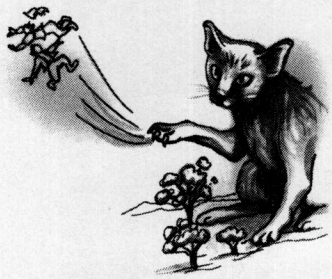
Draw three cards at the Beginning of your turn.

Play before you draw.

Cat-a-pult

Event

Your party vaults four regions in any direction instead of normal movement.



Event

Distraction

Cause an opposing Chair Actor to lose his talent for one turn.

Play anytime

Dragon (steamer)

Designated Hazard: 2

Creature: Strength 4

This quick beastie gets two attacks each combat round, and its scales add 1 to the attacks of opposing Chair Actors.

Dragon Land

Event

Forget Whorl

Lose a turn and one of your follow-travelers, who goes to the bottom of the Armchair Actors Deck.

Play at the Beginning of an opponent's turn.

Firedog

Designated Hazard: 2

Creature: Strength 2

This horrible critter radiates fire, attacking each opposing Chair Actor individually every round.

Region of Fire

Event

Glancing Blow

It looked worse than it was. Avoid all Blood Markers from a single attack.

Play instead of applying Blood Markers.

Harpy Egg

Object

Throw during combat in place of one Chair Actor's usual attack. The explosion acts as a Strength 5 attack against each opposing Creature.

Goblin Land

This metallic plant provides armor that adds 1 to attacks on the Chair Actor wearing it.

Assign to Chair Actor at any time.

Armordillo

Potion of Speed

Object

This allows you to take another turn. Play during the End of your turn, and start your next turn immediately. Discard after use.

Temple of the Oracle

Event

Edit

This cancels any event or disaster card just played.

Play immediately after play of the card to be canceled.

Mistaken ID

Event

Exchange one of your follow-travelers with one belonging to another player.

Play anytime.

Clutchroot

Group Hazard: 3

Plant

Creeping tentacles tie up your party for one turn if none of your Chair Actors can avoid the root.

Stunflower

Individual Hazard: 1

Plant

Any Chair Actor who fails to avoid the hazard must roll his Strength or less or be Xonked Out.

Friendship Spell

Object (Scroll)

Befriend a Creature that is about to attack you. Play after failing a hazard roll but before combat begins. This Creature will fight for you in any one combat thereafter. Discard the scroll after use. Keep the Creature card until you choose to use it.

Humfrey's Castle

Magic Carpet

Object

up to four regions instead of taking your normal movement. Use once and discard.

Any Castle

Flee Market

Event

Allocate any number of objects from your hand to your Chair Actors.

Play anytime.

Spy I's

Object

Sneak a peek at another player's hand.

Use once and discard.

Humfrey's Castle

Slash Pine

Individual Hazard: 3

A Tax

Plant

No more Mr. Knife's Guy, this pugnacious plant makes 1-6 attacks, Strength 3, against any Chair Actors failing their Cunning roll.

Griffin

Designated Hazard: 3

Creature: Strength 5

This beastie gets two attacks per combat round.

Region of Griffins

Bare Country

Your party stumbles into Bare Country. Each Chair Actor must face a Hazard 1 or lose all of his possessions. Xonked Out Chair Actors automatically lose their possessions.

Play anytime.

Frenzy

Event

One Chair Actor gets an extra attack this round.

Play at the start of any combat round.

True Love

Event

One of your party-goers (your choice) leaves to join the Adult Conspiracy. Place the card at the bottom of the Armchair Actors Deck.

Play during the Beginning of an opponent's turn.

Bullrushes

Roll three cubes at C, using the best two for movement.

Play just before C Movement.

Asparagus Spear

Using this plant as a weapon adds 1 to the Strength of any Chair Actor for one combat.

Play before beginning combat.

Murphy's Curse

Event

Cause any Chair Actor or Creature to fail the roll he just made. Play anytime.

Currants

Plant

Throw these juicy tidbits into battle, making a Strength 5 attack against one Creature. Discard after use. Use instead of a Chair Actor's normal attack.

Trapped

Event

You cannot flee the combat in progress until you inflict at least one more Blood Marker on your opponents.

Play at the start of any opponent's combat round.

Griffin

Designated Hazard: 3

Creature: Strength 5

This beastie gets two attacks per combat round.

Region of Griffins

Hot Pursuit

Event

The Creature pursues you. Combat continues in the region you fled to.

Play after an opponent attempts to flee combat.

Aimbush

Event

The Creature takes the party by surprise, and the Chair Actors get no chance to avoid.

Play as a Creature is revealed, before the Cunning roll.

C

C Monster

Designated Hazard: 2

Creature: Strength 5

This buoyant bad guy adds 1 to the attack rolls of opposing Chair Actors.

Magic Sword

Object

This enchanted sword makes the bearer fight as if he had Strength 5.

Castle Roogna/ West Village

Cherry Bomb

Plant

This causes a Strength 4 attack against all opposing Creatures.

Use instead of one Chair Actor's normal attack.

Bananananana

Group Hazard: 1

Plant

If none of your Chair Actors can avoid this slippery hazard, lose your next turn.

Play at the beginning of any combat round.

Frenzy

Event

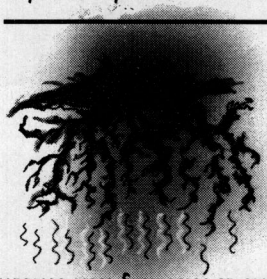
One of your Chair Actors may make an extra attack this round.

Mighty Blow

Event

Your attack inflicts an extra Blood Marker.

Play after any successful attack.



Stinkweed

Group Hazard: 2

Plant

Flee the horrible stench. This is the same as retreating from combat.

Rock Hound

Designated Hazard: 3

Creature: Strength 2

This hard dog adds 2 to the attack rolls of opposing Chair Actors.

Region of Earth

Piggy Back

Event

Big ham gives your party a ride. Move up to three regions instead of Walking.

Play during the Beginning of your turn.

Rock Maple

Individual Hazard: 3

A Tax

Plant

This petrified plant makes 1-6 attacks, Strength 2, against any Chair Actor failing his Cunning roll.

Plane Tree

Plant

Take a ride on a vegetable. Fly up to four regions instead of taking your normal move. Discard after use.

Play during the Beginning of your turn.

Foot Ball

Event

Follow the bouncing ball as merrily it rolls along, automatically avoiding one hazard.

Play during an encounter phase instead of choosing an encounter.

Dragon Land

Dragon (smoker)

Designated Hazard: 2

Creature: Strength 4

His attacks negate the effect of Chair Actors' armor, and the Dragon's scales add 1 to the Chair Actors' attacks.

Technicolor Hailstorm

Event

Take cover and lose your turn or expose each of your Chair Actors to a Strength 2 attack. You cannot take cover at C.

Play during the Beginning of an opponent's turn.

C

C Monster

Designated Hazard: 2

Creature: Strength 4

This buoyant bad guy adds 1 to the attack rolls of opposing Chair Actors.

Eye Queue Vine

This plant adds one to a Chair Actor's Cunning for one roll.

Discard after use.

Play after the roll.

Any Village

Healing Draught

Object

Cure all Blood Markers from one Chair Actor. Use once and discard.

Illusion

Event

The hazard you face isn't real. Treat it as a Group Hazard: 1. If you fail anyway, you face the original hazard.
Play after revealing a hazard.

C

Kraken Weed

Designated Hazard: 1
Creature: Strength 2

This plant's tentacles fight as 2-12 creatures.

Cameo Appearance

Event

Draw one card from the Armchair Actors Deck to join your party for one turn, after which he returns to the bottom of the Armchair Actors Deck.
Play at the Beginning of your turn.

Bayonet Plant

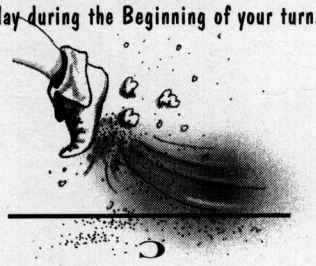
Individual Hazard: 1
A Tax

This vicious vegetable makes 1-6 attacks, Strength 3, against every Chair Actor who fails his Cunning roll.

Quicksand

Event

Move one extra region this turn (Walking only).
Play during the Beginning of your turn.



C

Tritons

Designated Hazard: 2
Creature: Strength 2

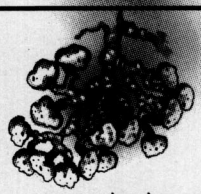
1-6 of these Creatures do battle with your party.

Magic Sword

Object

The bearer of this sword, which is enchanted for speed, gets an extra attack every round.

Castle Roogna or Zombie



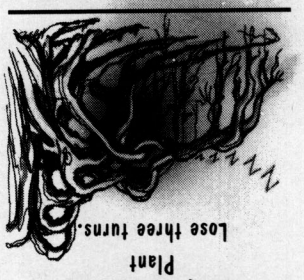
Coral Sponge

This plant removes one Blood Marker.
Discard after use.
Play anytime.

Lost

Event

Move an opponent's token for one turn as he blunders about trying to find the trail.
Play during the Beginning of an opponent's turn.



Lethargy Tree

Group Hazard: 2
Plant

Lose three turns.

Edit

Event

Cancel any event or disaster card just played.
Play immediately after play of the card to be canceled.

Centaur Isle or Village

Centaur Vest

Object

This fine armor adds one to the attacks of Creatures or A Tax against the Chair Actor who is wearing it.

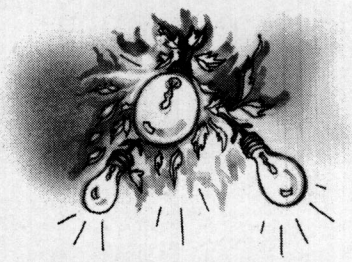
Power Plant

This plant adds 1 to the Strength of any Chair Actor for one combat.
Play before combat begins.

Roll Reversal

Event

Reroll all cubes of any roll just made. This cancels the effects of a Glitch.
Use once and discard.



Castle Roogna/ North Village

Magic Sword

Object

This sword, enchanted for sharpness, inflicts two Blood Markers for every hit.

Coffee Beans

This plant negates the effects of the Lethargy Tree.
Play as required.

Kraken Weed

Designated Hazard: 1
Creature: Strength 1

This plant's tentacles fight as 2-12 creatures.

Lucky Strike

Event

Your attack automatically hits.
Play before rolling to hit.

C

Mundanes
Designated Hazard: 2
Creature: Strength 3

1-6 of these Creatures show up for battle. They are well-armed, fighting at Strength 4, and well-armored, adding one to the attack rolls of opposing Chair Actors.

Mundania ONLY

Event
Piggy Back
Big ham gives your party a ride. Move up to three regions instead of Walking.
Play during the Beginning of your turn.

Roc
Designated Hazard: 3
Creature: Strength 5

Birdland

Event
Roll Reversal
Reroll all cubes of any roll you flubbed.
Play after rolling poorly.

Robber Flies
Group Hazard: 2

These insolent insects steal one object (opponent's choice) and fly off with it.

Kingdom of the Flies

Event
Mighty Blow
Your attack inflicts an extra Blood Marker.
Play after any successful attack.

Carnivorous Rabbits
Designated Hazard: 2
Creature: Strength 1

2-12 of these hungry hares swarm over any party whose Designated Chair Actor failed his Cunning roll.

Event
Frenzy
One of your Chair Actors can make an extra attack this round.
Play at the start of any round of combat.

Centycore
Designated Hazard: 3
Creature: Strength 5

The Centycore gets two attacks per combat round.

Event
Befriend
This spell makes one Creature your friend, who will fight for you in one combat at your request.
Play on any Creature before beginning combat.

Bare Country
Event

Your party stumbles into Bare Country. Each Chair Actor must avoid a Hazard 1 or lose all his possessions. Xonked Out Chair Actors automatically lose their possessions.

Play anytime

Nicklepedes
Designated Hazard: 3
Creature: Strength 1

2-12 little buggers force the party into combat.

Magic Armor
Object

Add 1 to the attack roll of anything attacking a Chair Actor wearing this armor.

Castle Roogna

Plant
Quackgrass
Call odd or even and roll one cube. If you are correct, heal one Blood Marker from one Chair Actor. Discard after use.
Play anytime.

Ant-Lions
Designated Hazard: 2
Creature: Strength 1

2-12 Ant-Lions, wearing +1 armor, attack the party if the Designated Chair Actor fails to avoid the hazard. Add 1 to each roll attempting to hit the Ant-Lions.

Event
Edit
Cancel any event or disaster card just played.
Play immediately after the play of the card to be canceled.

Giant
Designated Hazard: 2
Creature: Strength 5

Holey Cow
This stupid steed gives your party a ride. Move up to three regions instead of Walking. Discard after use.
Play during the Beginning of your turn.

Dragon (smoker)

Designated Hazard: 2
Creature: Strength 5

His attacks negate the effect of Chair Actors' armor, and the Dragon's scales add 1 to the Chair Actors' attacks.

Dragon Land

Drake

Designated Hazard: 3
Creature: Strength 3

The fiery breath attacks at Strength 5, and the tough hide adds 1 to the attacks of opposing Chair Actors.

Griffin

Designated Hazard: 3
Creature: Strength 5

This beastie gets two attacks per combat round.

Region of Griffins

Confusion Spell

Move an opponent's token for him using normal movement.
Play at the Beginning of any opponent's turn.

Hiding Place

Event
End combat without running away.
Play before any combat round.
Attacking Creatures still get one last round, but your party need not move away.

Lightning Storm

Event
Take cover and lose one turn dodging bolts or expose each Chair Actor to 1-6 attacks, Strength 3. Your party cannot take cover at C.
Play during the Beginning of an opponent's turn.

Wind Capsule

Object

Break this open before you move, creating a gust of wind that allows you to roll three cubes, using the best two for C Movement. Discard after use.

Humfrey's Castle

Healing Draught

Object

Cure all Blood Markers from one Chair Actor. Use once and discard.

Any Village

Magic Armor

Object

Add 1 to the attack roll of anything attacking a Chair Actor wearing this armor.

New Castle Zombie

Eye Queue Vine

Plant
Add 1 to a Chair Actor's Cunning for one roll. Discard after use.
Play after the roll.

Currants

Object
Throw these juicy tidbits into combat, causing one Strength 5 attack against one Creature. Use instead of one Chair Actor's normal attack.

Flee Market

Event
Allocate any number of objects from your hand to your party, regardless of region.
Play anytime.

Magic Sword

Object

This sword, enchanted for accuracy, adds 1 to the bearer's Strength when attacking.

Castle Roogna/ Gap Village

Tangle Tree

Designated Hazard: 1
Creature: Strength 1

Plant

This plant's 2-12 tentacles fight as Creatures.

Hawkweed

Individual Hazard: 3

A Tax

Plant

This ferocious fern makes 1-6 attacks, Strength 1, against any Chair Actor who fails his Cunning roll.

Bullrushes

Roll three cubes, using the best two to determine C Movement.
Play before you move by C.

Strong Winds

Event
Roll three cubes, using the best two for C Movement.
Play during the Beginning of your turn.

Healing Spring

Event
Spend one turn here to heal all Blood Markers on all your Chair Actors, even those who are Xonked Out.
Play at the Beginning of your turn.

Crabapple Tree
Individual Hazard: 1

A Tax

Plant

This out-of-sorts sapling makes 1-6 attacks, Strength 2, on each Chair Actor who fails to avoid it.

Glancing Blow
Event

It looked worse than it was. Avoid damage from any one attack. Play instead of applying Blood Markers to your Chair Actor.

Dime
Object

The Dime prevents pursuit, canceling a Creature's final attack on your fleeing Chair Actors. It also cancels the Hot Pursuit event.

Nameless Castle/ Mundania

Asparagus Spear
Using this plant as a weapon adds 1 to a Chair Actor's Strength for one combat.

Healing Feather
Object

Heal one Blood Marker from one Chair Actor per turn. Use as often as you like.

Mount Parnassus

Pineapple
Throwing this plant into combat does a Strength 3 attack against three opposing Creatures. Use instead of one Chair Actor's normal attack. Discard after use.

Poison Ivy
Group Hazard: 2

A Tax

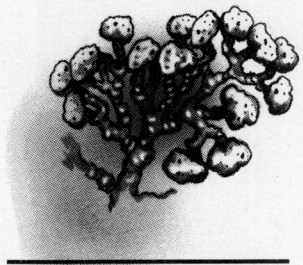
Plant

If none of your party-goers can spot this weed, it makes 1-6 attacks, Strength 2, on each of your Chair Actors, negating the effects of armor.

Finders Keepers
Event

Allocate any object from your hand to one of your Chair Actors, regardless of region. Play during the Beginning of your turn.

Coral Sponge
This plant heals one Blood Marker. Play anytime.



Healing Draught
Object

Cure all Blood Markers from one Chair Actor. Use once and discard.

Any Village

Dandelions
Individual Hazard: 1

A Tax

Plant

This plant makes 1-6 attacks, Strength 1, on each Chair Actor who fails his Cunning roll.

Glancing Blow
Event

It looked worse than it was. Avoid all Blood from one attack. Play instead of applying Blood Markers to your Chair Actor.

Catoblepas
Designated Hazard: 2
Creature: Strength 4

In addition to its normal attack each round, the Catoblepas makes a gaze attack, Strength 2, turning a Chair Actor to stone with a single wound.

C

Beclamed
Event

Make no movement this turn, except by Bullrushes. Play on opponent after he rolls for C Movement but before he starts to move.

Flying Snakes
Designated Hazard: 3
Creature: Strength 1

1-6 of these beasties attack, possibly poisoning Chair Actors with each bite. For every Blood Marker inflicted the Chair Actor must roll his Strength or less or be Xonked Out for the duration of combat.

Hand of Fate
Event

Draw three cards at the Beginning of your turn instead of one. Play before you draw.

Troll
Designated Hazard: 2
Creature: Strength 5

This thick-skinned ugly adds 1 to the attack rolls of all opposing Chair Actors.

Befriend
This spell makes one Creature your friend, who will fight for you in one combat at your request. Keep the Creature with your party-goers until you choose to use it. Play on any Creature after you fail your Cunning roll but before beginning combat.

Murphy's Curse

Event

Cause any Chair Actor or Creature to fail the roll he just made. Play anytime.

Cat Burglar

Event

The ultimate in petty theft. Use this feline to steal three cards from the hand of a player within one region of you. Play during the Beginning of your turn.

Roll Reversal

Event

Reroll all cubes of any roll you want to change.
Play immediately after you roll poorly.

D-Tour

Event

Take an opponent down the garden path as you move his token for him at his normal rate (Walking only). Play at the Beginning of an opponent's turn.

Gap Dragon

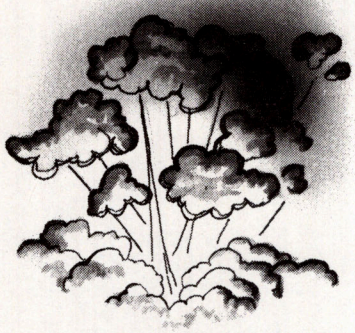
Designated Hazard: 3
Creature: Strength 5

The Gap Dragon's scales add 1 to attack rolls of opposing Chair Actors. Its fiery breath inflicts two Blood Markers for every successful attack.

The Gap ONLY

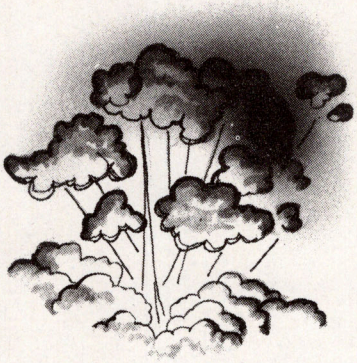
Deja Vu

All players return their tokens to their original starting regions.



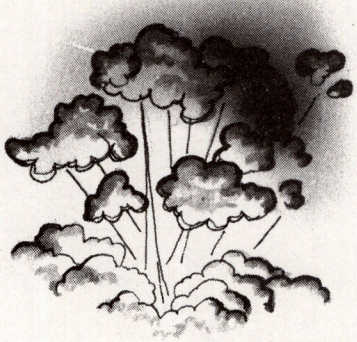
Major Rewrite

All players put their Quest Cards in a pile, shuffle, and redeal them. Players are presumed to be on the last leg of their journeys, needing only to go to the end point to fulfill the Quest.



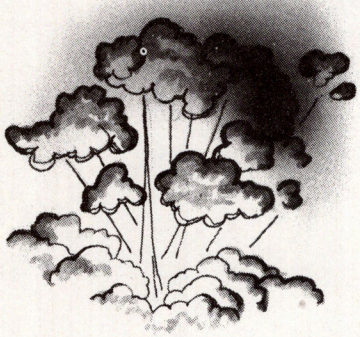
A New Deal

All players discard their entire hands, receiving five new cards.



Nextwave

If every player discards three cards from his hand, all avoid the wave. If not, Mundanes may be found anywhere in Xanth until a Mundane is defeated in combat.



Murphy's Curse
Event
Cause any Chair Actor or Creature to fail the roll he just made. Play anytime.

Cat Burglar
Event
The ultimate in petty theft. Use this feline to steal three cards from the hand of a player within one region of you. Play during the Beginning of your turn.

Roll Reversal
Event
Reroll all cubes of any roll you want to change.
Play immediately after you roll poorly.

D-Tour
Event
Take an opponent down the garden path as you move his token for him at his normal rate (Walking only). Play at the Beginning of an opponent's turn.

Gap Dragon
Designated Hazard: 3
Creature: Strength 5
The Gap Dragon's scales add 1 to attack rolls of opposing Chair Actors. Its fiery breath inflicts two Blood Markers for every successful attack.
The Gap ONLY

Deja Vu
All players return their tokens to their original starting regions.

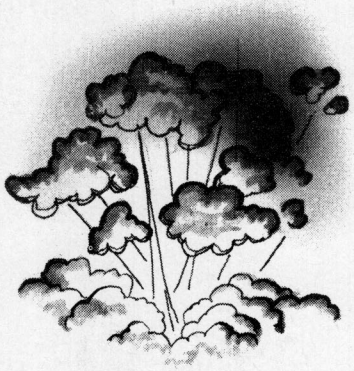
Major Rewrite
All players put their Quest Cards in a pile, shuffle, and redeal them. Players are presumed to be on the last leg of their journeys, needing only to go to the end point to fulfill the Quest.

A New Deal
All players discard their entire hands, receiving five new cards.

Nextwave
If every player discards three cards from his hand, all avoid the wave. If not, Mundanes may be found anywhere in Xanth until a Mundane is defeated in combat.

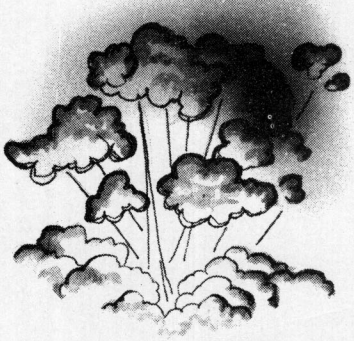
Wiggle Swarm

If every player discards two cards from his hand, all avoid the swarm. If not, every active Chair Actor faces 1-6 attacks, Strength 2, with armor providing no benefit.



Xanth Quake

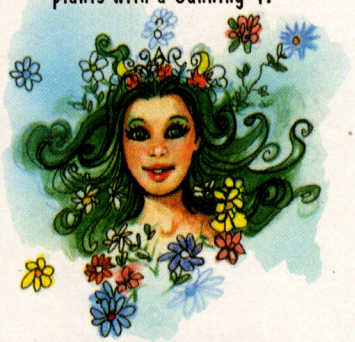
Shuffle the entire deck of cards, including one additional card from the Armchair Actors Deck. Players keep the cards in their hands.



Irene

Strength: 2 Cunning: 3

TALENT: Green Thumb. Irene can use a beneficial plant twice before discarding it. Irene can roll to avoid plants with a Cunning 4.

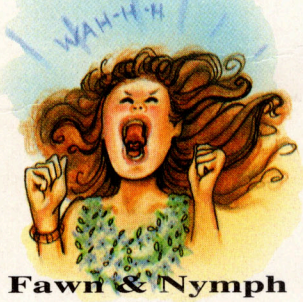


Castle Roogna

Tandy

Strength: 2 Cunning: 2

TALENT: Tantrums. Once per turn, Tandy can make a tantrum attack, Strength 5, which stuns the opponent as well as inflicting a Blood Marker. The stunned Creature misses its next attack.



Fawn & Nymph Retreat

Grundy Golem

Strength: 1 Cunning: 3

The miniature man can ride on anyone's shoulder without counting as a rider. He may move only one region per turn if not being carried.

TALENT: Translation. Grundy can roll to avoid Creatures as if Cunning 5.

Castle Roogna

Iris

Strength: 3 Cunning: 2

TALENT: Illusion. Using illusion to confuse her opponents, Iris gets two attacks per combat round.

Isle of Illusion

Ichabod the Archivist

Strength: 2 Cunning: 4

TALENT: Research. Ichabod can examine any player's Quest Card at any time. He may use this talent only once per turn.

Mundania

Glory Goblin

Strength: 2 Cunning: 2

TALENT: Ugly. Glory gets two Cunning rolls to avoid an encounter.

Gap Village

Ivy

Strength: 1 Cunning: 3

TALENT: Enhantment. Ivy plays the game with six cards instead of five.

Magic Dust Village

Hugo

Strength: 2 Cunning: 2

TALENT: Conjure Fruit. Hugo can retrieve plants that other players use or discard. He cannot retrieve plant hazards.

West Stockade

Bink

Strength: 2 Cunning: 3

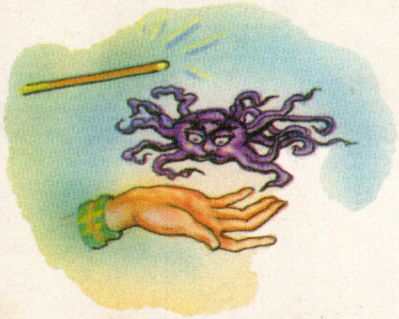
TALENT: Resistant to Magic. Once per turn, he can cause a reroll of any roll he makes or any roll made against him. This does not apply to other members of his party.

North Village

Goldy Goblin

Strength: 2 Cunning: 3

TALENT: Levitate Objects. Once per combat, Goldy can levitate an opponent, making it miss one attack.



Goblin Land

Xavier

Strength: 3 Cunning: 2

TALENT: Xap. Xavier can project magical bolts, attacking as Strength 4.

Coven-Tree

Chester Centaur

Strength: 4 Cunning: 3

Can Walk three regions per turn and carry one rider while moving at this speed.

TALENT: Silver Flute. Once per combat, Chester may distract one opponent and attack it at Strength 5.

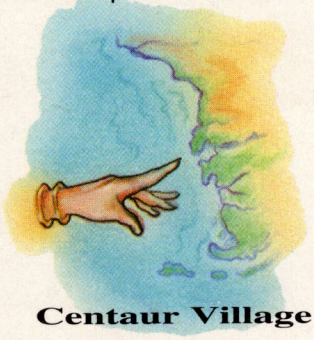
Centaur Village

Chem Centaur

Strength: 3 Cunning: 4

Can Walk three regions per turn and carry one rider while moving at this speed.

TALENT: Map Projection. Chem is not affected by Lost or D-Tour events.



Centaur Village

The Siren

Strength: 2 Cunning: 3

TALENT: Magic Dulcimer. The Siren rolls three cubes for C Movement, using the best two.

Siren Lake

Zora Zombie

Strength: 2 Cunning: 3

TALENT: Aging. Zora's dead flesh can absorb six Blood Markers before she is Xonked Out.

New Castle Zombie

Dolph

Strength: 3 Cunning: 3

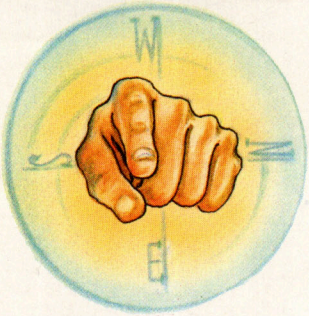
TALENT: Shape Change. Dolph can discard any number of cards during the End of his turn before replenishing his hand.

Castle Roogna

Crombie the Soldier

Strength: 4 Cunning: 2

TALENT: Spin and Point to Anything. Crombie can use any object from the player's hand, regardless of region.



Isles of Joey

Chet Centaur

Strength: 4 Cunning: 4

Can Walk three regions per turn and carry one rider while moving at this speed.

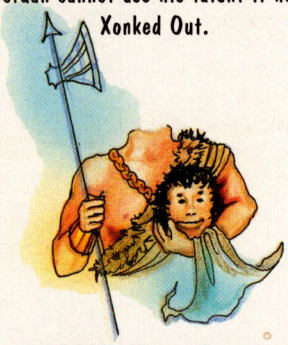
TALENT: Calculus. Once per combat, Chet may reduce the number of attackers facing his party by half (round fractions up).

Centaur Village

Jordan the Barbarian

Strength: 4 Cunning: 2

TALENT: Regeneration. Jordan removes one Blood Marker from himself at the Beginning of his turn. Jordan cannot use his talent if he is Xonked Out.



West Stockade

Millie the Maid

Strength: 2 Cunning: 3

TALENT: Sex Appeal. Millie can summon any Chair Actor from the player's hand to the party, regardless of region.

West Stockade

Smash Ogre

Strength: 3 Cunning: 2

TALENT: Ogre Form. In ogre form, Smash adds 1 to opposing attack rolls. He also fights as Strength 5, inflicting two Blood Markers per hit.

Ogre-Fen-Ogre Fen

Stanley Steamer

Strength: 3 Cunning: 2

Stanley's scales add 1 to opposing attack rolls. If Stanley is with your party, you need not face the Gap Dragon.

TALENT: Stanley shoots jets of superheated steam, attacking as if Strength: 5.

Castle Roogna

Dor

Strength: 3 Cunning: 4

TALENT: Talk to Inanimate Objects. Dor can examine face-down cards played for encounters before choosing one.

Castle Roogna

Electra

Strength: 3 Cunning: 4

TALENT: Electricity. Once per combat, Electra can deliver a shock, Strength 5.

Vale of the Vole

MUNDANIA
OGRE-FEN-OGRE FEN
MUNDANIA
VOID
REGION Of WATER
REGION Of FIRE
REGION Of EARTH
REGION Of AIR
CONVERSATIONAL PLATEAU
WITH-A-COOKEE RIVER
TSODA POPKA LAKES
NORTH VILLAGE
LOOKOUT ROCK
CENTAUR VILLAGE
NAMELESS CASTLE
BIRDLAND
REGION Of GRIFFINS
REGION Of The GOBLINS
ELFLAND
DRAGONLAND
KINGDOM Of The FLIES
GAP
GAP VILLAGE
KEYSTONE COPSE
LEAD COAST
ISLE Of ILLUSION
GAP
GAP
DEER ABBEY
THE PIG TOR
KISS-MEE
ASH FOREST
SILVER COAST
CHOCOLATE DESSERT
LAND Of The BASKS
RUMOR MILL
HUMFREY'S CASTLE
COVEN-TREE
MOUTH ORGAN
FAUX PASS
MUSICAL FOREST
BLACKBOARD JUNGLE
LAKE WAILS
SIREN LAKE
VALE Of The VOLE
VOLCANO LAKE
SPECTRE LAKE
ISLES Of JOEY
CASTLE ROOGNA
ISLE Of VIEW
NEW CASTLE ZOMBIE
MAGIC DUST VILLAGE
SOUTH VILLAGE
DEAD FOREST
PROPELLER PLANES
WEST STOCKADE
REGION Of CATS
REGION Of MADNESS
ANCESTRAL HOME Of OGRES
HELL'S ANNEX
LAKE OGRE-CHOBEE
The GOLD COAST
FAUN And NYMPH RETREAT
B-HAVE
FEE
TEMPLE Of The ORACLE
IVORY TOWER
MOUNT RUSHMOST
SILLY GOOSE LANE
MOUNT PARNASSUS
EVER-GLADES
LOST KEY
CENTAUR ISLE
NONAME KEY

XANTH™ BOARDGAME

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On Xanth...

Anyone who doesn't believe in magic must reckon with the rainbow, which shows up only at a distance and retreats if anyone walks toward it. If one person stands still and another walks, the rainbow remains in place for the one and retreats for the other — simultaneously. It is one-sided, like a one-way path, invisible from the other side. That is obviously magic.

—Piers Anthony

Xanth, the magical, pun-filled world of Piers Anthony's fantasy novels, comes to life in this hilarious game. As one of many colorful characters, players must travel across land and sea in order to fulfill their wild and wacky quests. For 1 to 6 players, ages 12 to adult.

Components include:

- 162 Playing cards
- 15 Dice
- 6 Pawns
- 12 Chits
- Gameboard
- Rulebook
- Sorting tray

Mayfair Games Inc.

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